

Abstract

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A multiplayer gaming system that is usable by a number of participating players to play a multiplayer game, comprises a plurality of player stations, each player station enabling a respective participating player to place a wager on an outcome of the multiplayer game and to play a separate instance of a same single-player game having a plurality of possible results, and an application web server communicable with each one of the plurality of player stations.

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The application web server is operable to determine an outcome of the multiplayer game as a function of the combined results of the separate instances of the single-player game played at the plurality of player stations. The outcome of the multiplayer game is either a favourable outcome if one or more participating players are determined by the application web server as being a winner of the multiplayer game, or an unfavourable outcome in which none of the participating players is determined as being a winner.

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A single turn of the multiplayer game includes at least one turn of an instance of the single-player game at each one of the plurality of player stations in use by a participating player. The application web server determines an outcome of a turn of the multiplayer game only after completion of at least one turn of an instance of the single-player game for each participating player, respectively, and awards a prize to the winning player when the outcome of the turn of the multiplayer game is a favourable outcome.

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